

Animation Station[®]

***Computer Design Pad
& Graphics Program***

User Guide

Introduction

Welcome to the Suncom Animation Station and DesignLab software! Forget the complicated keyboard routines that have kept you away from computer graphics in the past. Enjoy creating your own designs, just like a professional programmer, merely with a touch of a stylus.

You will be able to generate black, white, or colored dots, lines, ovals, circles, squares, boxes or pre-stored shapes. Sketch freehand or automatically create a variety of geometric shapes. Draw with lines that are wide, narrow, or made up of "brush strokes" of different shapes.

When you've drawn in the shapes you want, you can fill them with textured color; or you can "spray" color into them. To add fine details, zoom in on specific, tiny areas.

To add text to your creations for a professional appearance, choose between selections of "character sets". DesignLab even comes with its own library of pre-drawn shapes - like animals, people, houses, cars, etc. You can even make "hard copies" of your drawings on any one of several popular personal printers.

Home video movie makers...

Do you use a video camera for making your own home video movies? Animation Station makes beautiful titles and illustrations that can easily be edited into most any video production.

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Suncom gratefully acknowledges the contributions to this product of Joe Helleson, Mark Baich, Jeff Wilson and Dean Devolpi and the staff of Baudville Ltd. This guide edited by Mark Baich.

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What the Animation Station is and how it works

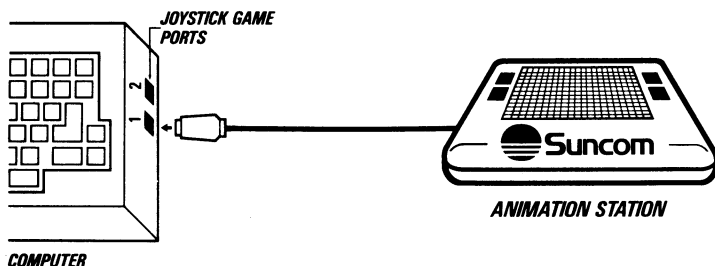
The Animation Station is a pressure sensitive pad that, combined with software, converts the touch of a stylus on its surface into electrical impulses, which are fed directly into your computer and onto your monitor or TV screen.

The pad or *tablet* has four buttons which, in conjunction with the stylus, enable you to make menu selections, move back and forth from the menus to the picture you are creating, and place dots, circles, etc., on the screen. The buttons on either side duplicate each other for ease of operation, and for right or left handed people. An easel flips down from the back so you may lay the pad flat or prop it at an angle.

The **BOTTOM** or **DO** buttons are generally used to make selections or do things, whereas the **TOP** or **UNDO** buttons are generally used to correct mistakes. The small switch on the front bottom right hand corner of the pad is called an Emulation Switch. When using Animation Station with DesignLab, this switch should always be in the up position. However, if you slide the switch to the down position, the pad will emulate paddle functions for use with entertainment or educational software calling for a joystick controller.

Start-up procedures for your Animation Station

1. Plug the Animation Station output cord into **CONTROLLER PORT 1** on your computer.

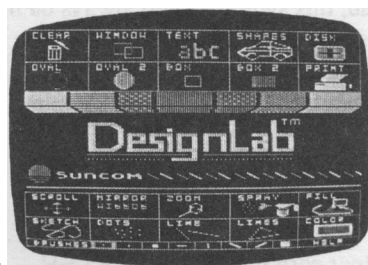


2. With the computer turned off and Animation Station plugged in, insert the DesignLab program disk into the disk drive, press the load lever down, and turn on the computer.

3. In a short while, the Suncom/DesignLab logo will appear in the middle of the screen with the MAIN MENU on its borders. If you see an ERROR message on your screen, turn off the computer power switch, depress the OPTION key on the computer, hold it down, and turn on the computer again. You may release the OPTION key after the computer is on. This procedure may be necessary on certain Atari computer models.

4. When the disk drive stops, touch the pad with the stylus. The cross hairs or *cursor* will appear on the screen. Move the stylus around the pad, and the cursor will follow your hand.

How the MAIN MENU works



The DesignLab MAIN MENU offers 20 menu items, eight brush widths, and a help screen. Each menu item has a title as well as an icon that symbolizes the menu item.

To choose any menu item you want, move the cursor within the borders of that item, hold it there, and press a **BOTTOM BUTTON**. From this page forward, the word "**CHOOSE**" followed by a menu item name will correspond to this procedure.

To exit any menu item and return to the MAIN MENU, lift the stylus and press either **BOTTOM BUTTON**. The word "**EXIT**" in these instructions will mean to follow this procedure.

FORMATTING BLANK DATA DISKS

BEFORE PROCEEDING, YOU MUST FORMAT A BLANK DATA DISK. OTHERWISE, VALUABLE DATA MAY BE LOST! DON'T FORGET THAT FORMATTING ERASES EVERYTHING ON A DISK. BE SURE YOUR NEW DISK CONTAINS NOTHING YOU WISH TO SAVE.

1. Using a felt-tipped pen, write **SUNCOM PICTURE DISK** on one of the labels supplied with your blank data disks. Of course, you can call the disk by any name you choose. Apply the label to your blank disk.
2. **CHOOSE** the **DISK** icon on the **MAIN MENU**.



3. When the **DISK UTILITY MENU** appears on your screen, take the DesignLab disk out of the disk drive and replace it with your blank **SUNCOM PICTURE DISK**.
4. Move the stylus until the menu item **FORMAT DATA DISK** is highlighted and hold it there. Now press a **BOTTOM BUTTON**.
5. Press the **START** key on the Atari Keyboard. Formatting will begin automatically. If you don't want to format the disk, then press a **TOP BUTTON**.
6. When formatting is done, remove the disk from the drive and re-insert the DesignLab disk. Press a **BOTTOM BUTTON** to return to the **MAIN MENU**.

On Screen Tutorial by Menu Item

Here we will take you through each available option, step by step. It is in your best interest to complete each step in this tutorial at least once before attempting your first creations.

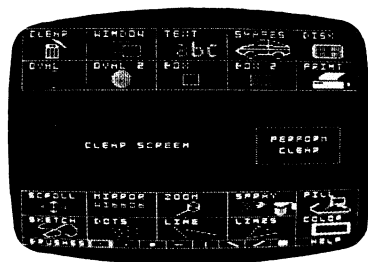
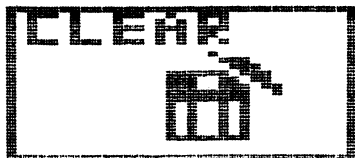
Creating pictures with Animation Station

Creating pictures involves four steps:

1. **CLEAR** the screen to a background color
2. **CHOOSE** a COLOR with which to draw.
3. **CHOOSE** a BRUSH with which to draw.
4. **CHOOSE** the mode in which you want to draw (SKETCH, LINE, BOX, etc.)

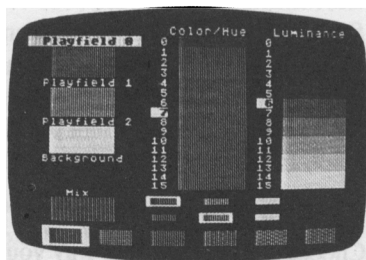
Let's go through the MAIN MENU, starting with the CLEAR option. We'll give you the title of each menu option and an illustration of its icon.

Title: CLEAR



1. Once you select this option you are on your way to a clean slate. **CHOOSE CLEAR.**
2. A **PERFORM CLEAR** box will now appear in the center of the screen. Move the cursor within this box and then press a **BOTTOM BUTTON**. The screen will now clear to the background color. If you want to go back to the MAIN MENU without clearing the screen, just press a **TOP BUTTON**.
3. The next step is to decide which color you're going to use to draw on the black background you just selected.

Title: COLOR



The currently selected drawing color will be in the **COLOR** icon box of the **MAIN MENU**. **CHOOSE** the **COLOR** option when you want to change the background or drawing color.

The internal **COLOR MENU** will offer a choice of 16 *Luminances* (colors) and 16 *Hues*. Let's walk through the **COLOR** screen, one item at a time.

The **COLOR** screen looks complicated, but it is very easy to master. There are three **PLAYFIELD** boxes on the **COLOR MENU**. The colors in these boxes represent the three foreground colors that are in use. There is also a **BACKGROUND** box which has the background color, and a **MIX** box which is used to mix colors together to form a new color. To the right of the **MIX** box are two rows of Mix colors called **MIX ROW 1** and **MIX ROW 2**. Lastly, there are six boxes on the bottom of the screen - these are called **MIX PATTERNS**.

You select a drawing color by placing the cursor on **PLAYFIELD 0**, **1**, or **2** and then pressing a **BOTTOM BUTTON**.

Luminance Selection

Select PLAYFIELD 0 for our demonstration, and then move the cursor to the LUMINANCE area. When you press a **BOTTOM BUTTON** and move the cursor over the different colors, the color in PLAYFIELD 0 (the current playfield) will be set to the LUMINANCE color. For our demonstration, set the color to WHITE (Luminance 15.)

Hue Selection

Choose a HUE the same way you selected Playfield luminance. If you have a black & white monitor or television, the hues will all look the same. Anytime that you change the Playfield's Luminance, you change it for all occurrences of that Playfield on the screen.

Background

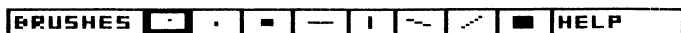
Selecting the color for the background is done the same way as in the step above. For our demonstration, keep the background BLACK (Luminance 0.)

Mixing Colors

1. Select MIX when you want to mix two of the Playfield or Background colors together.
2. The mixed color is chosen by selecting one of the colors in MIX ROW 1 and one in MIX ROW 2. This is done by placing the cursor on the Mix Row box you want and then pressing a **BOTTOM BUTTON**.
3. The boxes you choose will have white borders. The four colors in the Mix Rows represent the Playfield 0, 1, 2 and Background colors respectively.
4. You can choose a MIX PATTERN by placing the cursor on the one you want, and pressing a **BOTTOM BUTTON**.

Once you have chosen white for Playfield 0, **EXIT** to the MAIN MENU.

Title: BRUSHES



1. There are seven brush width options in the menu. The current brush is highlighted with a thick blue box. Note that the brush shapes are made up of dots. The system *defaults*, or automatically selects, when first starting up the program, to the one dot brush. You want to choose the next brush to the right, the *two* dot brush, which will serve our demonstration well. To choose this brush, simply move the cursor on to the desired brush and press a **BOTTOM BUTTON**.

2. Note that the brush chosen will act much like a similarly appearing, real paintbrush. For example, the shorter, slanted brush might be used to create smaller "calligraphy" type lettering. The tall, vertical brush will paint much like a housepainting roller brush held perpendicular to the floor.

Now that you've chosen the background color, the brush width you want and the color with which you'll be drawing, you are ready to draw.

Title: SKETCH

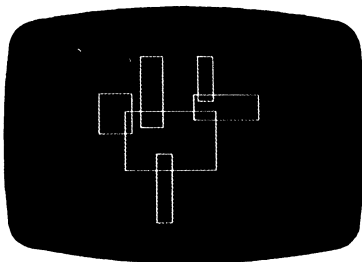
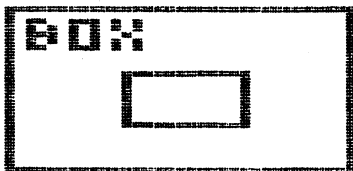


1. **CHOOSE** the SKETCH option. The menu will disappear and be replaced by a clear black screen.
2. To draw on the screen, first move the cursor to a starting point. Then hold a **BOTTOM BUTTON** down while you move the stylus across the pad. A line will form on the screen, following your stylus across the pad.
3. When you want to stop sketching, **RELEASE** the **BOTTOM BUTTON**, then lift the stylus from the pad surface. If you want to **UNDO** what you've just drawn, lift the stylus and press either **TOP BUTTON**. Do not lift the stylus before releasing the button.
4. To start sketching again, repeat steps 2 and 3. When you are done sketching, **EXIT** to return to the MAIN MENU.

Note: to use SKETCH as an eraser, go back to the COLOR menu, choose the same color as the *current background color*, then come back to SKETCH and "erase" the part you don't want by drawing over with the background color. Remember to go back to a drawing color that contrasts with your background before returning to SKETCH mode.

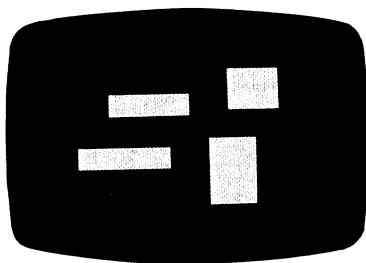
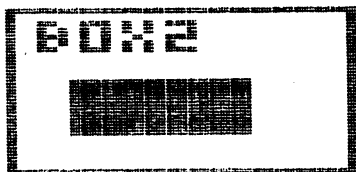
6. Now let's put some boxes and ovals in the picture. **CLEAR** the screen.

Title: BOX



1. **CHOOSE** the BOX option.
2. Move the cursor to a point on the screen where one corner of the box will be, and press a **BOTTOM BUTTON**. This *plants* a corner of the box.
3. Now move the cursor around. A pulsating rectangle will radiate from the initial corner that you planted. The box will elongate, flatten or widen, depending on where you move the cursor. When the box is the size and shape you want, press a **BOTTOM BUTTON**. The box is now planted in the picture.
4. You can continue to generate as many boxes as you like by following steps 2 & 3.
5. To undo the last box you planted, lift the stylus and press a **TOP BUTTON**.
6. If you don't like the placement of the initially planted corner chosen in step 2, you can *unhook* it by lifting the stylus and pressing a **BOTTOM BUTTON** before completing step 3.
7. The last box drawn may always be erased by pressing a **TOP BUTTON**.
8. Make four or five boxes for later use, then **EXIT** to the MAIN MENU. Now we are going to make boxes that are already filled with color.

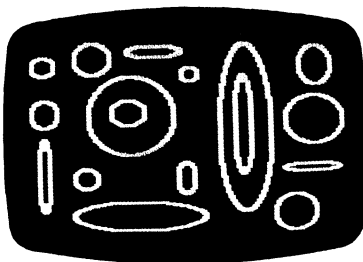
Title: BOX2



To draw boxes that are already filled with color, **CHOOSE BOX2**. The procedure is exactly the same as it is with the BOX option. The boxes will be made in the current color selection shown in the COLOR icon.

You've made squiggly lines, boxes and colored boxes. How about circles or ovals? **EXIT BOX2** to the MAIN MENU and prepare to choose OVAL.

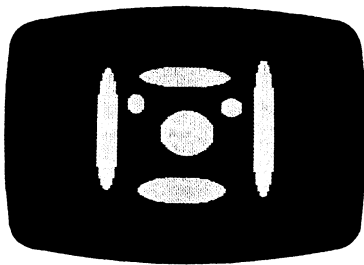
Title: OVAL



To make circles or ellipses that are *not* filled, **CHOOSE OVAL**. Oval works in exactly the same way as BOX and BOX2, except the initial point you plant will be the center of the oval rather than the corner.

Make a few ovals of different sizes on the screen. Remember, you can undo the last planted oval by lifting the stylus and pressing a **TOP BUTTON**. Now, **EXIT OVAL** to the MAIN MENU.

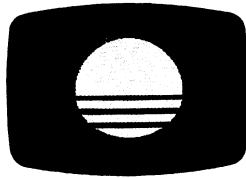
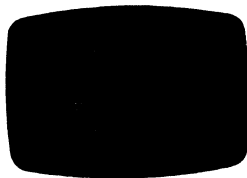
Title: OVAL2



CHOOSE OVAL2 when you want to put ovals on the screen that are already filled with color. This option works exactly like **OVAL**. Put a few filled ovals on the screen and then **EXIT OVAL2** to the **MAIN MENU**.

Now that you have empty boxes and ovals, let's fill them with color. **CHOOSE COLOR**, pick a color other than black or white, then **EXIT** to the **MAIN MENU**. Now we're ready to fill them in.

Title: FILL



1. **CHOOSE FILL.**

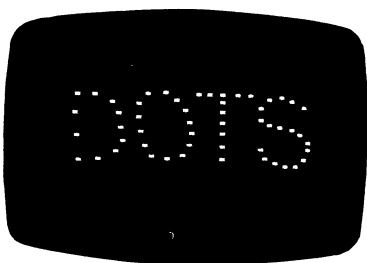
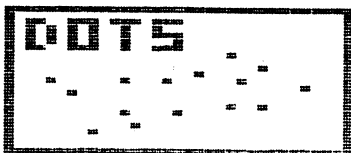
2. Place the cursor in one of the boxes you've drawn and press a **BOTTOM BUTTON**. The area will fill with the color you've just chosen.

3. To undo the last color fill, lift the stylus and press a **TOP BUTTON**.

Caution: When filling an enclosed area that you made while sketching, be sure there are no places where the lines don't quite meet. If there is a "hole" in the border of the area that is filling, the fill color will come out of the hole and continue to fill until it runs into a boundary. You can stop leaks with dots, lines, sketching or zoom, which we'll get to later.

4. Fill in the rest of the boxes and ovals with color. When you are done, **EXIT** to MAIN MENU and **CLEAR** the screen.

Title: DOTS

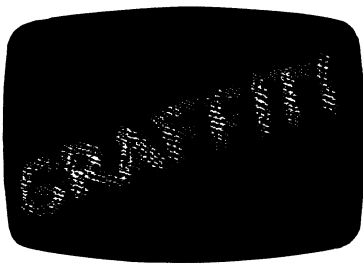


1. To make dots in the currently selected color, **CHOOSE** the DOTS icon.

2. Place the cursor anywhere on the screen and press a **BOTTOM BUTTON**. A dot will appear. You can make as many dots as you like. To remove the last dot made, lift the stylus and press a **TOP BUTTON**. Note: The dots will resemble the current brush width selected.

3. When you are done, **EXIT** to the MAIN MENU and **CLEAR** the screen.

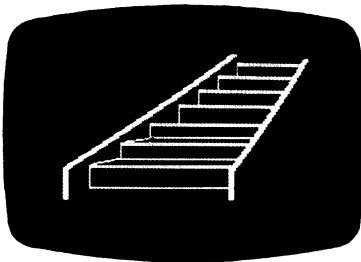
Title: SPRAY



This option simulates an airbrush or spray paint can: you can "spray" *pixels* of color onto the screen. **SPRAY** operates exactly like **SKETCH**, but can paint on the screen with thick or thin coats. To spray a thin coat, move the cursor over the area you want to color just once. To spray a thick coat, move the cursor several times over the same area.

Now let's draw some straight lines. **EXIT** to the **MAIN MENU** and **CLEAR** the screen.

Title: LINE



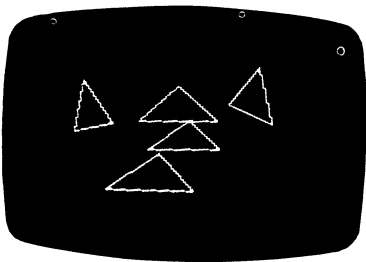
1. **CHOOSE** the **LINE** icon.
2. **LINE** works the same way as **box** does, except instead of planting a corner of a box, you are planting the endpoint of a line. A quick summary of **LINE** follows:
 - a. Plant an endpoint of the line (to unhook, lift the stylus and press a **TOP BUTTON**).

b. Move the cursor to the other endpoint and press a **BOTTOM BUTTON**.

c. To undo the last line drawn, lift the stylus and press a **TOP BUTTON**.

3. When you are done making individual lines, **EXIT** to the MAIN MENU.

Title: LINES

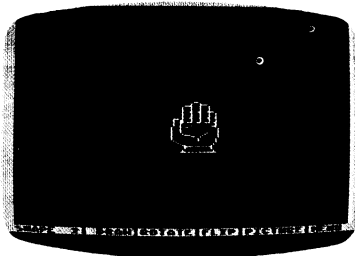


LINES works exactly the same way as **line** except that after the first line is drawn, the next line will automatically be attached to the end of the first line. Make a triangle with **LINES** and when you are done, **EXIT** to the MAIN MENU and **CLEAR** the screen.

Title: SHAPES

DesignLab comes with a library of "Shape Tables", each of which consists of a set of popular pre-drawn shapes (trees, cars, animals, etc) which can be used as a starting point for your illustrations with Animation Station. Think of the shape tables like artists' "clip art" books. Additional Shape Libraries, on separate diskettes which may be loaded in from the DISK menu, are available as Shape Library 1, 2 or 3, from *Baudville Ltd, 1001 Medical Pk Dr, SE, Grand Rapids, MI 49506*.

Only one shape table may be kept in your computer's "live" memory at a time. Loading in a new shape table erases the one currently in memory.



1. **CHOOSE** the SHAPES option. The SHAPES menu will appear and allow you to do several functions.

2. The upper portion of the screen depicts the current shape in the table, while the bottom portion of the screen provides the shape options:

SHAPE 001

This gives the number assigned to the shape within the current table being viewed. You can scroll through the shapes by placing the cursor in this box and then pressing a **BOTTOM BUTTON** to go forward, or a **TOP BUTTON** to go backward.

ROTATE

Place the cursor in the ROTATE box and then press a **BOTTOM BUTTON** to rotate the shape counter-clockwise, or a **TOP BUTTON** to rotate it clockwise.

FLIP

Place the cursor in the FLIP box and then press a **TOP** or **BOTTOM BUTTON** to make the shape flip left to right.

COLOR UP or COLOR DOWN

Colors for the shapes are chosen here. Place the cursor in either **COLOR UP** or **COLOR DOWN** and press a **BOTTOM BUTTON** to select from the colors available.

DRAW and XDRAW

These two options are in the same box. Whichever one is shown is the one in use. To change it from one to the other, place the cursor in this box and press a **BOTTOM BUTTON**.

The **DRAW** option places a shape on the screen in the color as shown in the upper part of the menu.

The **XDRAW** option places a shape on the screen in the inverse of the screen's background color, no matter what color the example shape is drawn in.

Planting Shapes

Now let's add one of the shapes to your picture. Select the shape, color, and the way you want it to appear on the screen as described above.

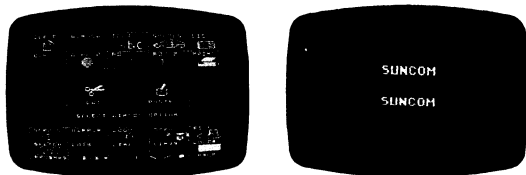
1. Place the cursor in the **PICTURE** square and press a **BOTTOM BUTTON**. You will now see your picture on the screen.
2. Put the cursor where you want the shape to be, then press and hold down a **BOTTOM BUTTON**. As long as you hold down the button the shape will follow wherever you move the cursor without planting it. Release the button to plant the shape.
3. If you want to move the last planted shape, place the cursor where you want it and press a **TOP BUTTON**.
4. To undo the last planted shape, lift the stylus and press a **TOP BUTTON**.
5. When you are done with this shape, lift the stylus and press a **BOTTOM BUTTON**. This will plant the shape and return you to the **MAIN MENU**.

When you are done adding shapes to your picture, place the cursor in the MENU box and press a **BOTTOM BUTTON** to exit to the MAIN MENU.

A note on Supplemental Shape Libraries

You can load-in different shape tables by using the LOAD SHAPE TABLE option within the DISK menu. See the "Title: **SHAPES**" introductory section of this guide for further explanation of shape "tables" and "libraries". Generally, libraries and tables are the same kind of data files. A table is a file stored on your original DesignLab program disk, while a library is a set of files stored on a *Supplementary Shape Library* disk.

Title: WINDOW



Photographers often "crop" their prints in order to focus attention on their subject matter. WINDOW lets you put a frame around the portion of the picture you want, and then either duplicate it in other areas on the screen, or save it on disk to be used in the future.

1. **CHOOSE** the WINDOW option. The CUT and PASTE options will appear. CUT allows you to "cut" or frame the area of the picture you want, PASTE allows you to "paste it" at other locations in the picture. PASTE is used after you have previously cut a window, or after you just loaded a window from the DISK UTILITY MENU.

Note: When you cut a window after you have loaded in a character set, the character set will be cleared from memory to make room for the window. The opposite is also true. Make sure you save your window before loading an additional character set.

2. Place the cursor on the **CUT** box and press a **BOTTOM BUTTON**.

a. Now that you are in **CUT** mode, place the cursor on one corner of the area you want to crop, and press a **BOTTOM BUTTON**.

b. Move the cursor to the diagonal corner of the area you want to crop and press a **BOTTOM BUTTON**. Note that windows are limited in size to about 1/4 of the screen due to the "live memory" or *RAM* limits of your computer. If the initial corner is incorrect, you can unhook it just like you did in **BOX**.

Once you have cut the picture, you are automatically put in **PASTE** mode. The area just cut will remain in memory even if the screen is cleared, but will be lost if not saved to disk before you cut another window or load one from disk.

3. **CHOOSE** the **PASTE** option (if you just completed **CUT**, you will already be in **PASTE** mode.)

a. The cursor in the **PASTE** option changes to a pointing finger to show you where the upper left corner of the framed area is. Position the pointer to the place where you want the framed area to be copied. Press and hold down a **BOTTOM BUTTON** and the framed area will follow the cursor wherever it goes without being "pasted". To paste the framed area, release the **BOTTOM BUTTON**.

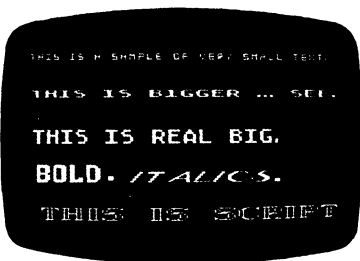
b. If you still don't like the location, move the cursor to a new location and press a **TOP BUTTON**. The framed area will move to the new location. You can always use this method to re-position the last frame you pasted.

c. To undo the last pasting, lift the stylus and press a **TOP BUTTON**.

d. Repeat steps a. through c. to continue to paste, and **EXIT** to the **MAIN MENU** and **CLEAR** the screen when you're finished.

Note: To save the framed area you just cut and pasted, or to load one from the disk, see the **SAVE WINDOW** or **LOAD WINDOW** options in the **DISK** menu.

Title: TEXT



1. **CHOOSE** the **TEXT** option when you want to put lettering on your picture.

2. The **TEXT MENU** will appear in the middle of the screen. Place the cursor in the text font option you want and press a **BOTTOM BUTTON**. You will now see your picture on the screen.

3. Place the cursor anywhere on the screen and press a **BOTTOM BUTTON**. Type the text you want, using the computer keyboard as you would a typewriter. Use the **SHIFT** key for upper case letters and use the **DELETE** key to delete characters. Some fonts may only have upper case letters.

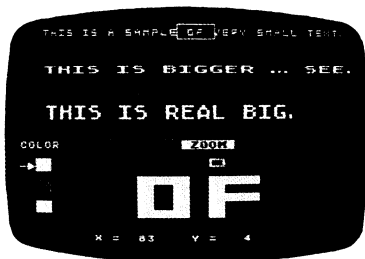
4. Press the **RETURN** key as you complete a line.

5. To reposition the last line typed, move the cursor to a new location and press a **TOP BUTTON**. To undo the last line typed, lift the stylus and press a **TOP BUTTON**.

6. You can put as many lines of text as you like by repeating steps 2 through 4. **EXIT** to the **MAIN MENU** when you're finished.

Note: To load in different text fonts, see **LOAD CHARACTER SET** within the **DISK UTILITY MENU**.

Title: ZOOM

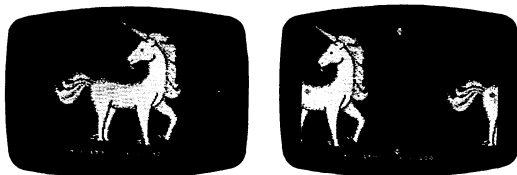


DesignLab's **ZOOM** feature lets you do fine detail work on your picture. Every mark you've made on the screen so far has been in the form of tiny dots or "pixels". The **ZOOM** option allows you to magnify specific areas of the screen so you can see the color and relative position of each pixel in that area.

The magnified area will appear in a large bordered box (the "Zoom Box"), and the magnified area will be enclosed by a small rectangular box (the "Zoom Lens").

1. **CHOOSE** the ZOOM option. The bottom half of the screen will show the Zoom Box, and the top half of the screen will show the top half of the picture containing the white-bordered Zoom Lens.
2. To move the Zoom Lens, move the cursor in the direction you want to take until the Zoom Lens border says MOVE RIGHT, LEFT, UP or DOWN, as appropriate. SLOW or FAST will also appear on the side of the Zoom Box. You may accelerate by moving farther to the side of the pad in the direction that you wish to travel. Press a **BOTTOM BUTTON** to make the Zoom Lens move in your selected direction.
3. To place a pixel in the current color, move the cursor to your selected point on the screen and press a **BOTTOM BUTTON**.
4. To change the Current Color, lift the stylus and press a **TOP BUTTON. CHOOSE** the color you want by placing the cursor on the desired color, and pressing a **BOTTOM BUTTON**. To change the four colors, see the COLOR instructions of this guide.
5. When you are done with ZOOM, **EXIT** to the MAIN MENU.

Title: SCROLL

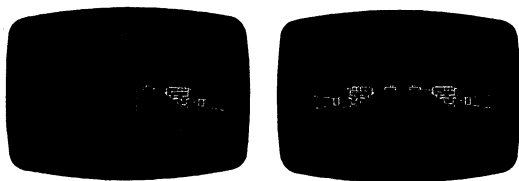


This option is useful for working in the far corners of the screen or for creating a feeling of movement in succeeding pictures.

1. **CHOOSE** the **SCROLL** option when you want to wrap the picture around the screen in any direction. Just move the cursor in the arrow of the direction you want to move the picture, and press a **BOTTOM BUTTON**. You can undo the movement by pressing a **TOP BUTTON**.

2. When you are done with **SCROLL**, **EXIT** to the **MAIN MENU**.

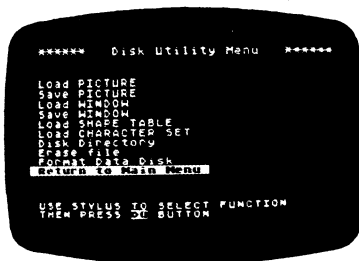
Title: **MIRROR**



CHOOSE the **MIRROR** when you want to duplicate the mirror image of an area on the screen. You can mirror these images in any direction. Here's how:

1. First, box the area you want to mirror as if you were cutting a window.
2. Place the cursor on one of the blinking arrows on the screen and press a **BOTTOM BUTTON**. The area you cut will be mirrored in the direction you selected.
3. **EXIT** to the **MAIN MENU** when you are done.

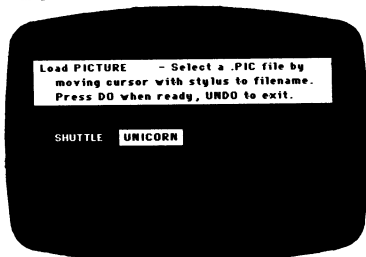
Title: DISK



CHOOSE the DISK option. The DISK UTILITY MENU will be displayed on the screen. This is the same menu that you saw when you formatted a disk. Selecting an option is done by moving the cursor over the menu item you want until it is highlighted, and then pressing a **BOTTOM BUTTON**.

Now we are going to go through the DISK UTILITY MENU list and describe what each option does.

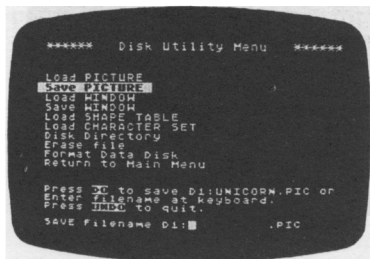
LOAD PICTURE



Choose this option to load in previously saved pictures. Make sure you have your data storage disk in the drive before selecting this option if the intended picture has been stored on a separate data disk.

Select the picture you wish to load by placing the cursor over the name of the picture you want to load in. When the name of the picture you want is highlighted, press a **BOTTOM BUTTON**. Your picture will now be loaded in. To leave without loading a picture, press a **TOP BUTTON**. There are sample Picture Files included on your DesignLab disk.

SAVE PICTURE



Choose this when you want to save the picture you've just drawn on the screen.

Replace the Suncom DesignLab program disk with the SUNCOM PICTURE DISK which you formatted earlier. The screen will prompt you to give your picture

a name. Type in your name up to 8 characters, and press the RETURN key on your computer. When the disk drive stops, remove your disk and reinsert the DesignLab disk.

Caution: If you save a new picture with the same title as an existing picture on the disk, the old one will be lost.

If, when saving a picture, you get a DISK ERROR message on your screen, it may be because the disk has a "write protect tab" on it, or it may be a notchless disk. In the case of a write protect tab, press a **TOP BUTTON** to go back to the DISK UTILITY MENU, take off the tab, and repeat the procedure.

In the case of a notchless disk, or if you wish to record your data on the uncertified side of a single-sided disk, we recommend that you purchase a Suncom *The Notcher* Floppy Disk Doubler. This device punches a "write protect notch" in diskettes to permit data recording. Then follow the same procedure as if you had removed a write protect tab.

LOAD WINDOW

This option loads in your previously saved windows. It works exactly like LOAD PICTURE. Remember that if you have a character set loaded in, it will be lost when your window is loaded in. There are sample Window Files included on your DesignLab disk.

SAVE WINDOW

Choose this option when you want to save the window you just cut out. This is done just like **SAVE PICTURE**.

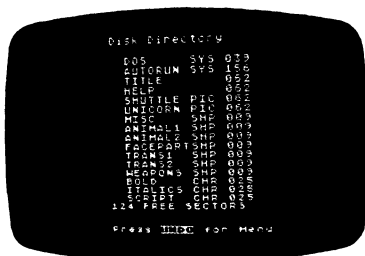
LOAD SHAPE TABLE

Choose this option to load in a different Shape Table containing additional figures from the DesignLab disk, or from an optional Shape Library. Make your selection the same way as above.

LOAD CHARACTER SET

This option loads in different text fonts from the DesignLab program disk or an optional Shape Library. Remember that if you have cut a window that it will be lost if you do not save it before loading in a character set.

DISK DIRECTORY



This option will display all of the files on your disk. Items with the suffix PIC are pictures. WIN are windows. CHR are character sets. SHP are shape tables or libraries.

Press a shift key or **BOTTOM** **BUTTON** to move through the

list, or the **STOP** key on the computer, or a **TOP BUTTON** to stop the list. Press any key to return to the **DISK UTILITY MENU** when the highlighter is at the end of the list.

ERASE FILE

This option allows you to erase one of your own files from disk.

WARNING: Any file that you erase from disk will be lost and unrecoverable. Make sure the file you erase does not have important information on it.

You must type in the name of the file as is shown in the DISK DIRECTORY. To delete a picture having the name "EXAMPLE", type in EXAMPLE.PIC and hit the RETURN key on the computer.

FORMAT DATA DISK

This option formats a blank data disk so you can save pictures and windows on the disk. See the section *Formatting Blank Data Disks* near the front of this guide.

RETURN TO PICTURE

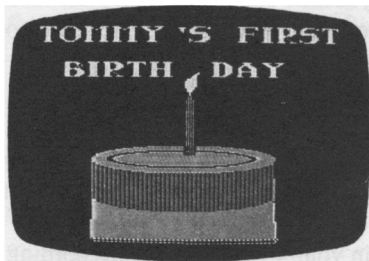
Sends you back to the Main Menu.

Title: PRINTER



1. **CHOOSE** the PRINTER icon. The Printer Menu will appear.
2. Select the printer that you are using by placing the cursor on the name of the printer, and then press a **BOTTOM BUTTON**. The outside of Animation Station's carton should have identified its Printer Compatibilities for you before the product was purchased. If you use a printer which is not shown on the Printer Menu, it will not be possible to print your creations without a thorough knowledge of programming. Remember that *your printer must have GRAPHICS CAPABILITY in order to receive a screen dump from DesignLab* regardless of whether or not its type is listed on the Printer Menu.
3. Now turn on the printer, and press a **BOTTOM BUTTON** to start printing, or a **TOP BUTTON** to leave without printing.

Making Titles and Graphics for Home Video Productions with Animation Station.



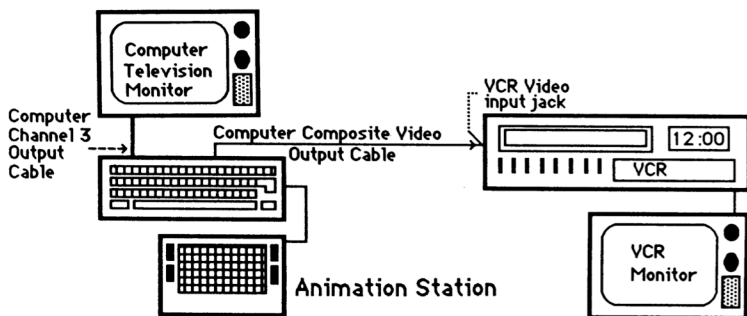
Animation Station and your computer will make beautiful, professional titles and graphics for your own home (or commercial) video productions.

Equipment needed

All you need to start is Animation Station properly connected to your computer (see "Start-up Procedures" section of this guide), a video recorder, some commonly available cables, blank video tape and a separate TV or monitor for your VCR.

Hook-up procedures

In theory, you must get the *composite video output* from your computer to the *video input* of your VCR. Here is a block diagram of the connection.



First, make sure that power is off to all units. There is a *monitor* jack on the back or side panels of most of the Atari computers with which Animation Station is compatible. Connect a *monitor cable* to this jack

at one end. This cord should be available from your Atari dealer. The *video output connector* at the other end of the cable connects to the *video* or *camera input* jack on your VCR. Some monitor cables are not clearly marked indicating the plug at their ends which carry the video signal. Experimentation may be necessary in order to achieve the correct configuration.

Testing the connection

Turn power on to all units. Start up DesignLab in your computer and draw a picture on the computer monitor screen with Animation Station.

Now, with a blank videocassette in your VCR, start the "Recording from Camera" procedure as set forth in your VCR instruction book. Depress the VCR's RECORD button. You should see the same picture from your computer monitor screen appearing on your VCR TV or monitor screen.

Record the image for 15 seconds. Rewind the tape and play it back. You should again see the same image appear on your VCR TV or monitor screen.

Editing

Editing is an artistic process, entirely within your own capabilities and those of your available equipment. A variety of editing devices are available from your video dealer to make transitions from live recorded material to Animation Station-generated titles and graphics easier and smoother. You can start with just an opening title sequence for your first production and later advance to titles and graphics interspersed throughout your videotape.

It is recommended that you obtain some beginners books on home video editing before attempting any serious productions.

Glossary of Terms

ANIMATION STATION - The Computer Design Pad, *graphics tablet*, or *digitizer pad* included in your package. It is the "hardware" that communicates with the "software" (DesignLab).

BOTTOM BUTTON - The right and left side lower case buttons on the Animation Station. Generally performs a DO or confirming function.

CHOOSE - An abbreviation placed in this guide. Corresponds to moving the cursor to a Menu Item and pressing a BOTTOM BUTTON.

CURSOR - A figure (cross hairs, finger or chevron) used to show the point on the computer screen which the user is currently addressing with the stylus or computer keys.

DESIGNLAB - The graphics utility software program included with Animation Station that takes directions from the user, through Animation Station, to generate graphics on the screen.

DO - An action, generally executed by a BOTTOM BUTTON, within a Menu item, such as "planting a box", "sketching" or "saving to disk".

EMULATOR SWITCH - The small brown slide switch at the lower right corner of Animation Station's front surface. Remains in "up" position when using DesignLab or other graphics software, "down" position for using tablet as a game paddle or joystick emulator.

EXIT - Means to return to a menu. Lift stylus and press a BOTTOM BUTTON.

FONT - A style of characters in typography. The cover of this guide is typeset in *Univers Condensed Italic*, as an example. For our use, a Font is the data stored in the disk as CHARACTER SETS and selected by executing the LOAD CHARACTER SET command in the DISK UTILITY MENU.

ICON - A symbolic figure used on the DesignLab menu screens to visually represent a function or process.

LUMINANCE - The different colors that the Atari computer shows on the screen. There are 16 in DesignLab ranging from Black (0) to White (15).

MAIN MENU - The first screen image that appears after loading DesignLab into your computer. All initial function and process selections are made from the Main Menu.

PIXEL - A "picture element", the smallest unit of information visible on your computer screen.

PLANT or PLANTED - Establishes a semi-final point on the screen at which a line, dot, picture, window, etc is placed. The planting operation becomes final in most cases when the **BOTTOM BUTTON** is pressed for a second time.

SHAPE TABLE - A set of pre-drawn shapes stored either in the DesignLab disk or on an optional Shape Library disk.

STYLUS - The pencil-like object included with your Animation Station. May be substituted for with a finger, the non-ink bearing surfaces of a pen, or any other pointy instrument which is **rounded off and smooth** at its focal point.

UNDO - Removing the last planted item on the screen within a menu item. Effected by lifting the stylus and pressing a Top Button.

UNHOOK - Restarts the planting process - lift the stylus and press a Top Button.

Command Summary Chart

<i>STYLUS - BUTTON -</i>	<i>Up Bottom</i>	<i>Down Bottom</i>	<i>Up Top</i>	<i>Down Top</i>
<i>OPTION</i>	<i>F u n c t i o n C o d e</i>			
BOX*	3, 5	6, 4	2, 5	2
CLEAR	12	7	3	3
COLOR	3	7	3	3
CUT	3, 5	8	5	5
DISK	7	7	12	12
DOTS	3	9	2	2
FILL	3	9	2	12
LINE*	3, 5	6, 4	2, 5	2
MIRROR	3, 5	1	2	5
OVAL*	3, 5	6, 4	2, 5	2
PASTE	3	8	2	11
PICTURE	3	7	12	7
PRINTER	3	7	12	12
SCROLL	3	1	2	2
SHAPES	3	7	12	7
SKETCH	3	1	2	2
SPRAY	3	1	2	2
TEXT	3, 5	4	2	11
ZOOM	3	9	13	9

Function Code Key

1= DO
2=UNDO
3=EXIT
4=PLANT
5=UNHOOK
6=HOOK

7=SELECT
8=EXECUTES
9=PLACES
10=MOVES
11=RELOCATE
12=NO OPERATION
13=CHOOSE COLOR

**In the OPTION column, BOX instructions also refer to BOX2, OVAL to OVAL2, etc.*

